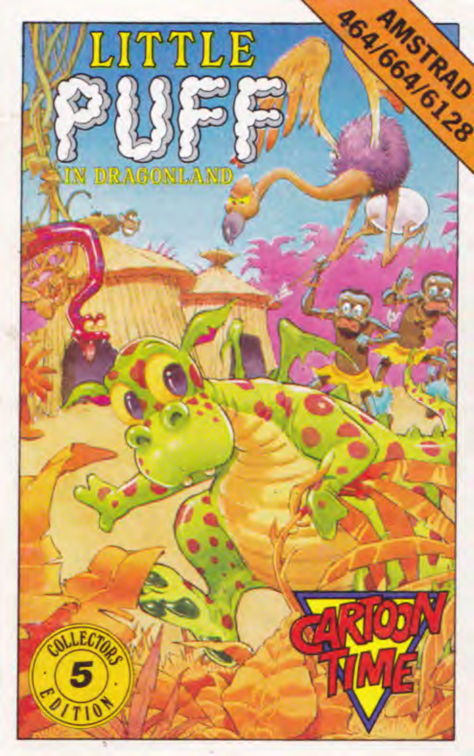

LITTLE
PUFF
IN DRAGONLAND
AMSTRAD
464/664/6128
CARTOON TIME
COLLECTORS
5
EDITION


Help **Little Puff** back home, he's lost! Explore dark caves, dodge the Evil Spiders and Giant Bird's Eggs. **Breathe fire!** Avoid Sea Serpents, Hornets, Electro-Charged Zappers, and more!
*"Fun and puzzles galore – **if you liked the Dizzy Games you'll lov[e] this!***
CARTOON TIME
5 015026 032541

Little Puff's Mum had told him not to wander too far from home. But one day he couldn't resist the temptation to go off and explore the mysterious world that lay beyond Dragon Land. After a while he was hungry – but he was too little, and not fierce enough to catch anything, so he ran huffing and puffing his way back home for dinner. But his way was blocked by a ferocious guard demanding a pass. What could Puff do – he had no pass! This is where you come in . . .

. . . . you must help Puff find the 4 parts to the pass, avoiding the hazards that confront him at every turn – and guide him safely back home!



LOADING: on the 464 type **RUN"" (ENTER)**
on the 664/6128 type **|TAPE(ENTER)RUN"" (ENTER)**

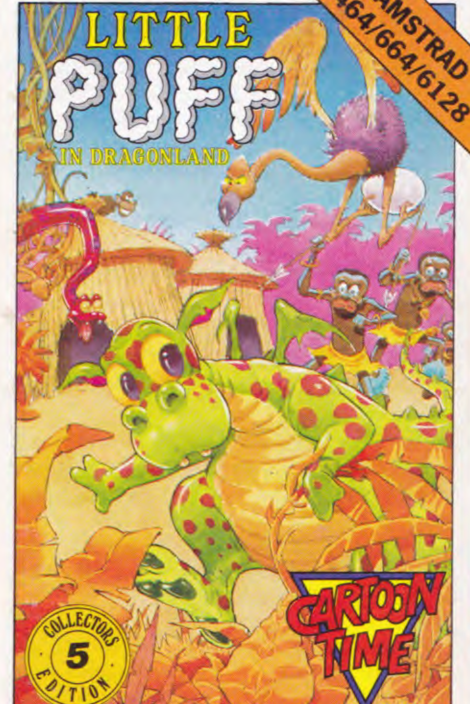

FRANKENSTEIN
Jnr.
ALSO AVAILABLE
CARTOON TIME
COLLECTORS
1
EDITION


ALSO AVAILABLE
Olli & Lissa 3
CARTOON TIME
COLLECTORS 2 EDITION



AMSTRAD
464/664/6128
LITTLE PUFF
3254
CARTOON TIME





Little Puff's Mum had told him not to wander too far from home. But one day he couldn't resist the temptation to go off and explore the mysterious world that lay beyond Dragon Land. After a while he was hungry – but he was too little, and not fierce enough to catch anything, so he ran huffing and puffing his way back home for dinner. But his way was blocked by a ferocious guard demanding a pass. What could Puff do – he had no pass! This is where you come in . . .

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LOADING: on the 464 type **RUN""** **(ENTER)**
on the 664/6128 type **|TAPE(ENTER)RUN""** **(ENTER)**



